



minimiser
COMICS

ISSUE 1

MICRO MANIACS

**THE
RACE BEGINS!!!**

GM
WARNING:
contains genetically
modified humans!!!

TM



5 024466 240097

TIME IS
RUNNING OUT

POLLUTION
CHOKES
THE WORLD
WE LIVE IN



WE RELY ON
EVER DWINDLING
RESOURCES...



OUR POPULATION
CONTINUES TO GROW
UNCONTROLLABLY



BUT I, DR. MINIMISER
HAVE A PLAN...

I WILL SAVE
THE HUMAN
RACE FROM
ITSELF ...



Credits
Pencils: Marcus Kielly
Inking: David Allsop
Text: Toby Eglesfield
and Douglas Hickmore
Repro Art: Dave Alcock

WITH THIS...

tap
tap tap
tap

I WILL SHRINK
THE HUMAN RACE

TSSSSSS

REBUILD
CIVILIZATION
TO SCALE

THE MINIMISER

AND CREATE A RACE
OF SUPERBEINGS
TO GUARD US FROM
THE WORLD AT LARGE

WHRRRR

WITH THE HELP
OF SOME VERY
SPECIAL
ASSISTANTS

WHO I LIKE TO CALL...

MICRO MANIACS™

EACH ONE GENETICALLY
MANIPULATED TO
ENHANCE THEIR ABILITIES

V4

WALDO

VORTEX

TWISTER

PYRA

BEATBOX

MESME

MAW MAW

THEY WILL TAKE
A SERIES OF
ENDURANCE TESTS

TO IDENTIFY
THE QUALITIES
MOST SUITED TO
CREATE MY
SUPER SOLDIER

EVERYBODY,
STATIONS PLEASE

MMMMM...

IT'S TIME TO...

FZAAK!!!

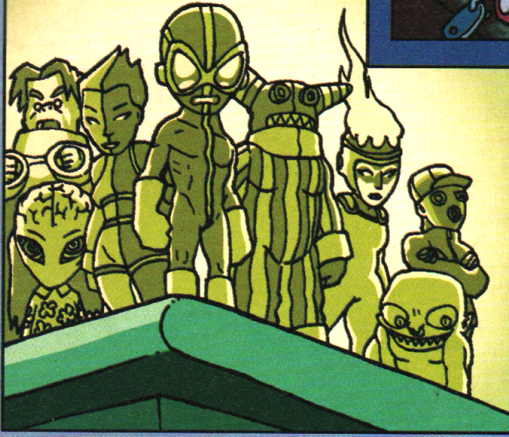
MINIMISE!!



THOOM!

WE ARE HERE
DR. MINIMISER
OPERATION
SUCCESSFUL

EXCELLENT...
THE TEST WILL
COMMENCE IN 3
SECONDS



3

2

1...



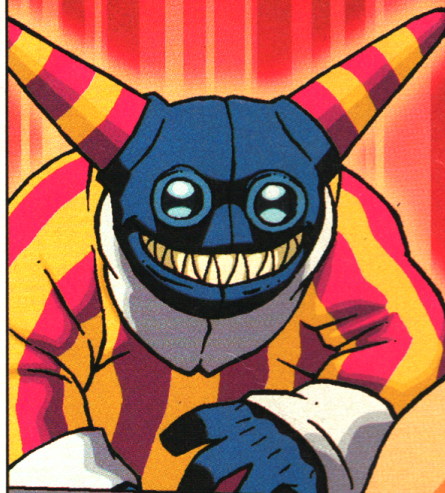
GO!



VORTEX GETS AN
EARLY LEAD - AND A
POWER-UP



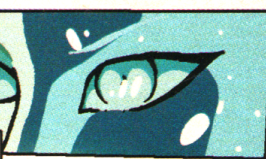
BUT TWISTER
HAS SIMILAR
PLANS



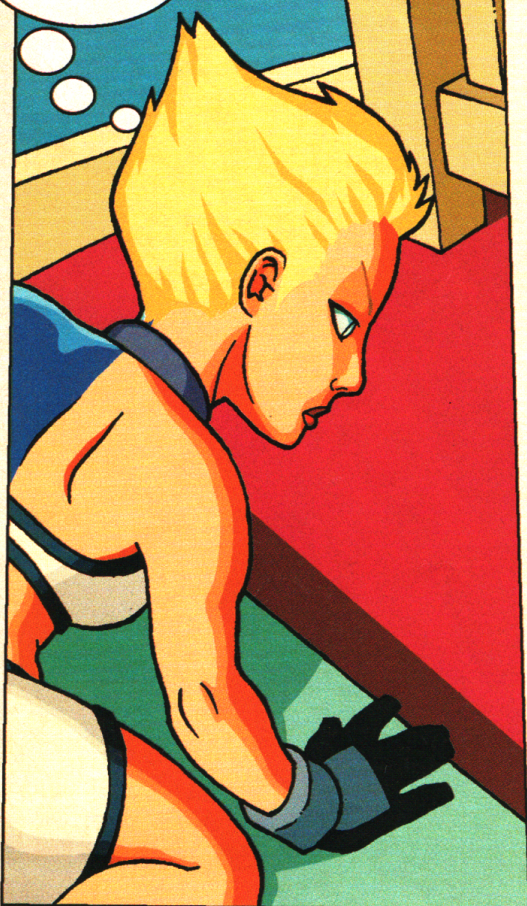
TWISTER!
DAMMIT, I
NEEDED TO
SAVE IT....



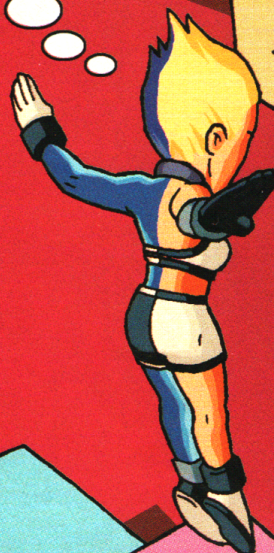
ACTIVATE!



THAT COST
ME THE
LEAD...



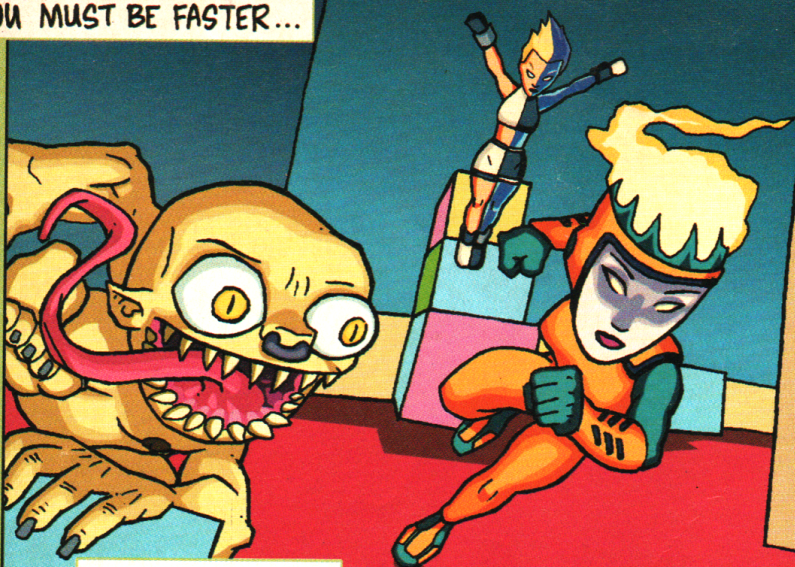
BETTER
CATCH UP...



THAT'S IT
MY MANIACS
LEARN FROM
YOUR MISTAKES



YOU MUST BE FASTER...



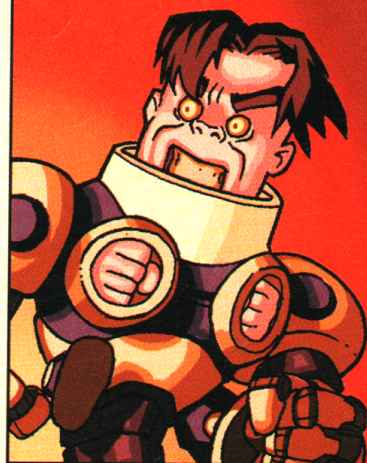
...MORE CUNNING
THAN THE REST...



STRONGER



SO MY SUPERBEINGS
WILL INHERIT YOUR
BRILLIANCE



AND THE HUMAN
RACE WILL REMEMBER
MY NAME FOREVER





SUBJECT 1: **V4**

AGE :21
WEIGHT :22 gms
HEIGHT :48 mm

V4 was involved in a terrible motorbike accident. I brought him back from the brink, and rebuilt his body using the components from his motorcycle. Hence the distinctive 4-cylinder engine protruding from his spine.

Special abilities:

- a) Plasma Punch
- b) Energy Trail



SUBJECT 2: **Vortex**

AGE :19
WEIGHT :16 gms
HEIGHT :47 mm

Vortex is a physics student at the local university. Following a lecture on black holes, she informed me she would like to specialise in this field. I agreed to help further her studies if she helped me with mine. I provided Vortex with the ability to produce small versions of these phenomena at will.

Special abilities:

- a) Black Hole
- b) White Hole



SUBJECT 3: **Twister**

AGE :23
WEIGHT :26 gms
HEIGHT :47 mm

Twister has been in and out of an asylum for many years, yet does not appear to suffer any ill effects from his madness. Unusually mobile for his frame, I thought he would be an ideal candidate as he appears most stable in unusual surroundings.

Special abilities:

- a) Tornado
- b) Spinner



SUBJECT 4: **Mesme**

AGE :13
WEIGHT :12 gms
HEIGHT :38 mm

The local orphanage referred Mesme to me after staff found her too strange to cope with. She is a chronic insomniac, and unable to speak having experienced some unbearable tragedy. What that tragedy was, no one knows, except for her.

Special abilities:

- a) Psychic grab
- b) Nightmare



SUBJECT 5: **Waldo**

AGE :37
WEIGHT :36 gms
HEIGHT :35 mm

Waldo is a rival Doctor, who had been developing a similar device to the Minimiser ray. Unable to find volunteers to test his contraption on, Waldo used the ray on himself. This backfired, leaving Waldo with a body much smaller than his head. I offered to help him if he took part in my experiment.

Special abilities:

- a) Laser cannon
- b) Laser mines



SUBJECT 6: **Pyra**

AGE :24
WEIGHT :18 gms
HEIGHT :49 mm

Pyra is my unfortunate lab assistant. One fateful night she was caught in a chemical explosion. Ever since, she has been in a state of permanent spontaneous combustion. I have vowed to help her find an antidote for her condition, but without the original formula I can only guess at a solution.

Special abilities:

- a) Flame-thrower
- b) Fireball



SUBJECT 7: **Beatbox**

AGE :18
WEIGHT :18 gms
HEIGHT :42 mm

Beatbox is a very vocal character, with a great love of music so I decided to capitalise on this aspect of his personality. He is a survivor by nature, living by his wits on the city streets. He has wisdom beyond his years which has not dampened his sense of humour or his wild streak.

Special abilities:

- a) Sonic boom
- b) Shatter notes



SUBJECT 8: **Maw Maw**

AGE :16
WEIGHT :14 gms
HEIGHT :40-60 mm

Maw Maw is a genetically produced being. I created him from a mix of pig, Jack Russell and ape, all of which have large appetites.

I keep him more as a guard dog than anything else, but he is very courageous and suits the needs of the test.

Special abilities:

- a) Tongue grab
- b) Fireball fart

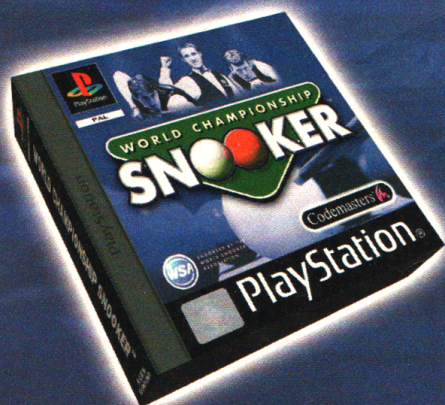
Coming soon... Spring 2000



The best rally game around is bigger, better and back, with 12 world-class cars racing on over 80 new international stages. With new features including a 6-car Arcade mode, Rally Challenge – 2 players, 2 cars, 1 track – and a serious real-time damage system, Colin McRae Rally 2.0™ has been taken to the limit, and you will be too.



So you think you're a hustler do you, wise guy? Talk is cheap when you're playing for money or the keys to a pool hall. Play your friends or 64 intelligent CPU opponents in this all-new version of the bar-room classic. And the auto-save facility means you won't miss a shot – even when you have to pocket the game in a hurry.



Take on some of the biggest names in the game – including Stephen Hendry and Ronnie O'Sullivan – in the most authentic snooker sim on the table. Battle through qualifying and go for glory at the ultimate snooker venue – the Crucible Theatre in Sheffield. For realism and gameplay, World Championship Snooker™ is at the front of the cue.



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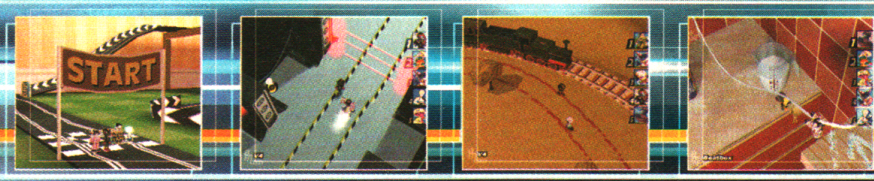
GENIUS AT PLAY

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IT'S NO FUN RUN.



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- Up to 8 multi-player racing
- 3 single player modes
- 2 multi-player modes
- 12 mutant characters
- 24 special weapons
- 41 twisting tracks
- 3D racing action

Reckless, destructive, wicked, murderous, manic fun!

Micro-Maniacs punch, kick, fight dirty, tearing their way through the house and garden.

No principles, no prisoners, just 12 mutant characters devastating anything and anybody that comes between them and winning.

See them coming? Run.



MICRO MANIACS™

A different race altogether

Codemasters™

GENIUS AT PLAY

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